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(72) Inventor: Sekine, Yasuyuki  
Koutou-ku (JP)

(74) Representative:  
Nicholls, Michael John  
J.A. KEMP & CO.  
14, South Square  
Gray's Inn  
London WC1R 5LX (GB)

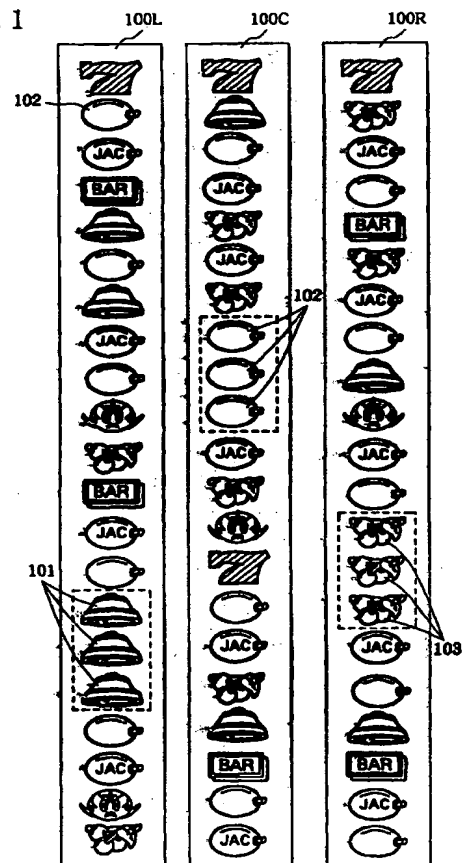
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(71) Applicant: Aruze Corporation  
Tokyo (JP)

(54) Display for game and gaming machine

(57) A display for a game has a display portion (3) for movable indication of a plurality of symbols necessary for game in a certain direction, wherein a special kind of symbol (101, 102, 103) among the plurality of symbols is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion. The special kind of symbol (101, 102, 103) is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved. When two or more identical symbols are appeared repeatedly in sequence, even if the symbols are moved in a high speed, a player can distinguish the special symbol (101, 102, 103) as it is. The player can easily find the special kind of symbol (101, 102, 103) and can relatively easily carry out the stop operation in good timing

FIG. 1



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## Descripti n

### Background of the invention

[0001] This invention relates to a displays used for gaming machines such as patinko gaming machine or a slot machine having a mechanical display such as rotation reel with a indication portion indicating symbols including various kinds of figures, designs, letters or the like or having electric displays such as liquid crystal, CRT, a plasma display and electro-luminescence, and additionally relates to gaming machines, such as ball-shooting gaming machines, slot machines and TV game machines

### Related Arts

[0002] A gaming machine such as a slot machine usually has an associated mechanical variable display formed of rotatable display elements that are provided with a plurality of symbols disposed on peripheral surfaces thereof. The symbols are visible through a display window at the front of the slot machine. Alternatively, an electrical variable display is formed of indicating elements with symbols on a display screen. In response to a "start" operation by a player, a controller that includes a CPU controls a drive of the variable display to start the rotation of each rotatable display element and to stop such rotation automatically in accordance with a determined sequence after a predetermined period of time has elapsed, or in response to initiation of a "stop" operation by the player. When the rotation of all of the rotatable display elements has ceased, there is shown a specific combination of symbols (winning pattern) in the display window. The player is then given an award by paying out gaming media such as coins. In a known gaming machine, a "win" corresponding to a predetermined plurality of winning symbols being completely positioned on the effective line of the display when rotation of the rotatable display elements ceases occurs only when a win has been established by a system that is internal to the gaming machine. In a practical machine, this happens when a sampling operation of a random number issued by a microcomputer has been determined to constitute a win.

[0003] Such gaming machines have become popular because the particular symbols that appear on the display when the rotatable display elements are stopped do not depend on the skill of the player. If such stopping of the rotatable display elements were to depend completely on the stop operation, or timing, of the player, the end result (i.e., winning or losing) of the game would be responsive to the skill of the player. If such were the case, only the relative abilities of the players would be emphasized, and the wholesomeness of the game would be compromised. A further reason for the popularity of such machines is that their designers have solved a number of problems related to management of

the pay out rate of the coins for amusement shops.

[0004] Accordingly, even a gaming machine of type in which the player can effect a "stop" operation, as might be the case in a slot machine having stop buttons, the player cannot cause a winning pattern to be arranged on an effective line unless a win has been established by the internal system. Consequently, it is quite difficult for a player to use skill to effect a desired game in such a gaming machine.

[0005] On the other hand, the above-mentioned gaming machine suffers from the disadvantage that even if a player has gained experience and thereby obtained a high degree of skill, the player's enhanced abilities or skill cannot effect a desired game result, and consequently, the appeal of the game to such a player is diminished. For this reason, the prior art has provided gaming machines wherein a desired game result can be achieved by a player in response to the stop operation under a predetermined game condition.

[0006] One such gaming machine, in the form of a slot machine is disclosed in Japanese patent publication No. 5-74391. In this known slot machine, when a specified condition is achieved in progress of the game, the controller is regulated to stop the standstill control of at least one of the reels by extraction of random number untill a predetermined times of game are completed. The game condition where the standstill control is stopped is termed the "challenge time" (hereinafter referred to as "CT"). Period during which the game condition is maintained is termed the "CT" period, and a game performed in the period of the CT is termed the "CT game". A pattern (a combination of symbols) indicated when movement of the reels is stopped is determined by the timing of "stop" operation, illustratively by manipulation of a push button by the player. Thus, the skill of the player can reflect the result of the game.

[0007] More specifically, CT is a game condition that, irrespective whether the determination responsive to the random number is performed, a winning pattern of symbols can be arranged as a stop pattern when variable display is stopped in response to "stop" operation by the player. Some gaming machines utilize a system wherein, during CT period, the controller does not perform a determination of small win, which the player rather easily can achieve, but instead will perform a determination regarding a big win, thereby making some more difficult for the player to achieve.

[0008] The CT period is started on the time when a predetermined open condition is established, and is expires when a predetermined close condition is established.

[0009] It is very difficult for a player, particularly a beginner to distinguish between symbols because when the reels are rotated, the symbols indicated in movement are seen as interfering each other.

[0010] In the gaming machine in which the CT is applied, the player cannot measure a good timing for actuation of a push button stop operation during the CT



period. The CT game therefore sometimes ends without giving any merit to the player.

[0011] Thus, a player who has achieved a higher level of skill and experience for the game can, in some cases employ the push button operation during the CT period to affect wins. Nevertheless, the beginner will not enjoy the game as well as the expert does.

### Summary of the Invention

[0012] It is, therefore, an object of the invention is to provide a display for a game by which a beginner player can perform an effective stop operation more easily, whereby the beginner and the expert player can enjoy playing the game.

[0013] It is another object of this invention to provide a gaming machine in which the principle of the display for game.

[0014] According to the invention, there is provided a display for game having a display portion for movable indication of a plurality of symbols necessary for game in a certain direction, wherein a special kind of symbol among the plurality of symbols is indicated in such manner that two or more of identical symbols be appeared successively in order of one after another in the direction to be moved on the display portion.

[0015] In the display portion, plural kinds of symbols necessary for game are indicated with moving. The player sometimes cannot easily distinguish the symbols from one another when the player watches the symbols moving in a high speed.

[0016] According to the invention, a special kind of symbol is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved. When two or more identical symbols are appeared successively, even if the symbols are moved in a high speed, the player can distinguish the special symbol as it is. As the result, for example, in the slot machine in which the CT is adopted, the player can carry out relatively easily "stop" operation such as push button operation with good timing.

[0017] In the display for game according to the invention, a game state is established to be not advantageous to a player if the special kind of symbol is contained in a combination of symbols indicated on the display portion when movement of the symbols has been stopped. The player can easily see the special kind of symbol and can relatively easily carry out the stop operation with good timing not to indicate the symbol as a stop symbol.

[0018] In the display for game according to the invention, a game state is established to be advantageous to a player if the special kind of symbol is contained in a combination of symbols indicated on the display portion when movement of the symbols has been stopped. The player can relatively easily carry out the stop operation with good timing to indicate the symbol as a stop symbol

and can realize an indication of combination of stop symbols advantageous to the player, for example, corresponding to "big hit", "middle hit" or "small hit".

[0019] In the display for game of this invention, first, second and third symbols among the special kind of symbols are indicated in such manner that two or more of identical symbols be appeared serially one after another in first, second and third columns, respectively, the first symbol being a constituent of a specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, the second symbol being a constituent of another specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, and the third symbol being a constituent of the other specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped. In this case, a player can recognize and distinguish the special kinds of symbols from the other symbols in the columns, respectively.

[0020] For example, in a display portion of a slot machine, when first symbol has been stopped at a predetermined position of first column, a player can comparatively easily obtain a win based on the first symbol combination by button-pushing operation so as to avoid second and third symbols, that are different symbols from the first symbol, in second and third columns, respectively.

[0021] Also, when the second symbol has been indicated standstill, the player can comparatively easily obtain a win based on the second symbol combination by button-pushing operation so as to avoid the first and third symbols, that are different symbols from the second symbol, in first and third columns, respectively.

[0022] Also, when the third symbol has been indicated standstill, the player can comparatively easily obtain a win based on the third symbol combination by button-pushing operation so as to avoid the first and second symbols, that are different symbols from the second symbol, in first and second columns, respectively.

[0023] In these cases, if the third symbol of the third column, for example, is the symbol that does not contribute to a win, the first symbol or the second symbol is easy to be arranged by a procedure to stop movement of the third column last.

[0024] In the display for game according to this invention, the special kind of symbol is distinguished by a special appearance from the other symbols, for example, specified color, specified size, specified displacement from centerline or the like.

[0025] Even if the special kinds of symbols are appeared in a manner that plurality of identical symbols are serially one after another, the special kinds of symbols are hard to be recognized because of in interaction between the other symbols if these symbols have same or resemble color as the other symbols have.

[0026] According to the display for game mentioned above, the special kinds of symbols are recognized by



being distinct in specified colors from the other symbols even if these are moving.

[0027] When the special kinds of symbols are specified not only by color but also size smaller or larger than the other, position of displacement to left or right compared with the other symbols, easiness in recognition increases.

[0028] In the display for game according to this invention, the special kind of symbol is indicated in such manner that three or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion. According to this embodiment, when movement indication of symbols is stopped, for example, in a slot machine, three symbols are usually indicated as stop symbols serially in the direction to be moved in the display portion. Consequently, it is also useful for making "hit" based on a combination of the special kind of symbols.

[0029] A gaming machine of this invention has a display portion for movable indication of a plurality of symbols necessary for game in a certain direction, wherein a special kind of symbol among the plurality of symbols is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion.

[0030] According to this invention, a gaming machine having above-mentioned effect can be provided by utilizing a liquid crystal display or controller thereof that is used in a conventional gaming machine.

[0031] According to this invention, a gaming machine having above-mentioned effect can be provided by utilizing a liquid crystal display or controller thereof that is used in a conventional gaming machine.

## Brief Description of Drawings

[0032]

Fig. 1 is a view showing reel sheets of an example of this invention.

Fig. 2 is a front view showing an appearance of a slot machine of an example of this invention.

Fig. 3 is a representation that illustrates a state of indication in a display portion of the example where first reel has stopped and second and third reels are moving.

Fig. 4 is a representation that illustrates a reach state regarding special "plum" symbol of indication in a display portion of the example where first and second reels have stopped and third reel is moving.

Fig. 5 is a representation that illustrates a reach state regarding special "plum" symbol of indication in a display portion of the example where first and third reels have stopped and second reel is moving.

Fig. 6 is a representation that illustrates a reach state regarding special "bell" symbol of indication in a display portion of the example where first and second reels have stopped and third reel is moving.

Fig. 7 is a representation that illustrates a state where all reels are moving.

Fig. 8 is a representation that illustrates an example of award table showing winning patterns consisting of combinations of symbols.

## Preferred Embodiment of the Invention

[0033] An example will be explained below. In the example, the invention is applied to a sheet (reel sheet) that is attached on a peripheral surface of a rotatable reel constituting a display portion of a slot machine, pat-inko gaming machine or the like.

[0034] Fig. 1 shows three reel sheets for attaching to peripheral surfaces of three rotatable reels, respectively. Several kinds of symbols are drawn on each reel sheet 100L, 100C, 100R and each symbol is arranged with keeping a constant interval.

[0035] Regarding special kinds of symbols, plural number of (in Fig. 1, three) identical symbols are seriated in a certain direction (in this case, direction of rotation of the reel shown with an arrow) on each reel sheet 100L, 100C, 100R.

[0036] As shown by cycling with dotted line in Fig. 1, on the first reel sheet 100L, three "bell" symbols 101, on the second reel sheet 100C, three "plum" symbols 102, and on the third reel sheet 100R, three "cherry" symbols 103 are seriated.

[0037] Because when the reels are rotated, regarding the special kinds of symbols, plural number of identical symbols are seriated with moving in the display portion, the player can easily distinguish the symbols from the other symbols.

[0038] In this example, each special symbol is individually colored. That is, the "bell" symbol 101 is colored yellow, the "plum" symbol 102 is colored blue, and the "cherry" symbol 103 is colored red.

[0039] The player can easily find each special symbol by detecting its own color, consequently.

[0040] Fig. 2 is perspective view showing appearance of a slot machine as an example of a gaming machine according to this invention. This slot machine is a gaming machine played by using a coin, a medal or a token and the like as a game medium. Hereinafter, the game medium will be referred to as medal.

[0041] In the front of cabinet 2 forming whole of slot machine 1, a rectangular display window 3 having width longer than length formed as almost perpendicular plane is arranged. On the display window 3, winning lines 5 consisting of three horizontal lines and two diagonal lines are drawn and numerals (3,2,1,2,3 from up to down) connecting the terminals of the lines 5 are drawn on the front surface at right and left sides of the display window 3, respectively.

[0042] When "1-BET" switch 9, "2-BET" switch 10 and maximum BET" switch 11 which are explained later are operated, respectively, one, three or five winning lines are made effective, respectively.



[0043] In the cabinet 2, three rotatable reels 4L, 4C, 4R are arranged side by side. On the periphery surface of each reel is attached each reel sheet 100L, 100C, 100R having symbols drawn thereon shown in Fig. 1. The symbols are indicated in display window 3 serially in order by rotation of the reels. A variable display is constituted with these rotatable reels.

[0044] At the left side of the center of the front face of the cabinet 2, a start lever 12 for starting rotation of the reels by operation of the player is arcuately displaceable within a predetermined range of angular motion.

[0045] At the right side below the display window 3, there is disposed a bucket typed medal inlet 7 where a large amount of medals can be inserted at one time. At the left side of the inlet, there is disposed a switch for automatically supplying medals to a credit portion (not shown).

[0046] Above the start lever 12, there are disposed 1-BET switch 9 for betting only one medal, 2-BET switch 10 for betting two medals, and maximum BET switch 11 for betting maximum number of medals among credited medals on a game to allow a onetime button-pushing operation. The above-mentioned winning lines 5 are made effective when these BET switches are operated, respectively.

[0047] Three stop button 6L, 6C, 6R to be operated by a player are disposed on the right side of start lever 12. These stop buttons are corresponding to three reels arranged side by side that indicate symbols with moving in the display window 3.

[0048] At the left side of the start lever 12, there is disposed a C/P switch 16 for changing credit/pay-out of medals acquired by the player as a result of the button-pushing operation. By switching, medals are paid out from a medal outlet 14 disposed beneath the front face of the cabinet 2 and received in a medal tray 15.

[0049] Figs. 3 to 6 show states of indication in the display window 3 of Fig. 2, respectively. In these Figs, 5A, 5B, 5C, 5D and 5E represent 5 winning lines.

[0050] At first, Fig. 3 represents a state of indication when the player has pushed first stop button 6L in the case where the player has planned to push stop buttons in order of the first stop button 6L → the second stop button 6C → the third stop button 6R. In this indication state, the first reel 4L is stopped, and the second reel 4C and the third reel 4R are moving. In this example, "plum" symbol 102 stops at position of upper section of the first reel 4L, and the player can recognize possibility of hit based on a winning pattern 202 of a combination of three "plum" symbols 102 (Fig. 8) as mentioned later at this time because in the second reel 4C that is to be pushed next, three "plum" symbol 102 is serialized as mentioned above, and consequently the player can easily operate to stop the "plum" symbol 102 at preferable position.

[0051] In this case if "plum" symbols 102 are positioned at the upper and middle sections in a display window when the second reel 4C is stopped, as shown in

Fig. 4, "plum" symbols 102 stand in two winning lines 5A, 5B, and consequently, winning pattern 202 shown in Fig. 8 (award table) is formed on winning line 5A or 5B if "plum" symbol 102 is positioned at the upper section or the lower section when the third reel 4R is stopped. Accordingly indication of symbols of Fig. 4 proves a hit expectable condition on two winning lines (called as "double TENPAI").

[0052] In this condition, the player tries to operate to stop movement of the third reel 4R so that "plum" symbol 102 may stop and stand at the upper or lower section.

[0053] On the other hand, it is predetermined that suitable number (for example, 4) of symbols on each reel can be dragged into a display window (shown as stop symbol) by button-pushing operation.

[0054] Therefore, in the case of the third reel 4R of Fig. 4, symbols up to the predetermined number of symbols upward the upper section can be dragged into the display window by button-pushing operation. For example, timing of button-pushing operation is permitted from a symbol positioned at lower section to 3+4=7 number of symbols. Accordingly a win can be obtained even if timing of button-pushing operation may be slipped off to some extent. In other words tolerance of timing of button-pushing operation is to be magnified.

[0055] Fig. 5 shows an example of indication in the case where the player has planned to push stop buttons in order of stop button 6L → the third stop button 6R → the second stop button 6C. In this case, the third reel sheet 100R of Fig. 1 is applied to the second reel 4C and the second reel sheet 100C is applied to the third reel 4R.

[0056] In the state of indication of Fig. 5, by operating the first stop button 6L followed by the third stop button 6R, the first reel 4L and the third reel 4R have already stopped. As for the first reel 4L same as the example of Fig. 4, "plum" symbol 102 stands in the upper section and above-mentioned serialized three "plum" symbol 102 stand in all sections of the third reel 4R. In this case, two "plum" symbols 102 also stand on two winning line 5A, 5B. Consequently, winning pattern 202 shown in Fig. 8 (award table) is formed on winning line 5A or 5B if "plum" symbol 102 is positioned at the upper section or the middle section when movement of the second reel 4C is stopped. Accordingly indication of symbols of Fig. 5 also proves a hit expectable condition on two winning lines (called as "double TENPAI").

[0057] In this condition, the player tries to operate to stop movement of the third reel 4R so that "plum" symbol 102 may stop and stand at the upper or middle section. Timing of button-pushing operation is permitted from a symbol positioned at middle section to 2+4=6 number of symbols. Accordingly, also in this case, tolerance of a timing of button-pushing operation is to be magnified and a win can be obtained even if timing of button-pushing operation may be slipped off to some extent.



[0058] Fig. 6 represents a state of indication where the player has planned to push stop buttons by order of stop button 6L → the second stop button 6C → the third stop button 6R (or the second stop button 6C → the first stop button 6L → the third stop button 6R). In this indication state, the first reel 4L and the second reel 4C are stopped by pushing operation of the first and second stop buttons 6L, 6C, and the third reel 4R is moving.

[0059] In this example, seriated three "bell" symbols 101 stand in the upper, middle and lower sections of the first reel 4L in the display window, and "bell" symbol 101 stand in the middle section of the second reel 4C. If "bell" symbol 101 is positioned in the upper, middle or lower section when the third reel 4R is stopped, winning pattern 201 consisting of a combination of three "bell" symbols 101 as shown in Fig. 8 (award table) is formed on winning line 5 A, 5C or 5E, resulting in "hit". Accordingly symbol indication of Fig. 6 proves a hit expectable condition on three winning lines (called as "triple TEN-PAI").

[0060] In this condition, the player tries to operate to stop movement of the third reel 4R so that "bell" symbol 101 may stop and stand in any section. Timing of button-pushing operation is permitted from a symbol positioned at lower section to 3+4=7 number of symbols. Accordingly, also in this case, a win can be obtained even if timing of button-pushing operation may be slipped off to some extent.

[0061] As mentioned above, recognition of symbol becomes easy for a player by seriating plurality of identical symbols as to special kinds, for example, in case where above-mentioned CT game is performed, even a beginner player can enjoy a profit not inferior to a skilled player because tolerance of timing of push-button operation is large.

[0062] Also, as shown in Fig. 7, special kinds of symbols 101, 102, 103 shown with dotted line in the figure are indicated serially, respectively. As the result, even if all reels 4L, 4C, 4R are rotating and symbols are indicated in movement, the player can easily recognize the special kinds of symbols.

[0063] Seriated three "cherry" symbols 103 of the third reel 4R have no relation to winning patterns showing in award table of Fig. 8. Therefore, even if the "cherry" symbols 103 are indicated standstill in the upper, middle and lower sections, the player cannot obtain any advantageous condition.

[0064] Alternately, the player can try push button operation so as to avoid "cherry" symbol 103 from stop indication because "cherry" symbol 103 can be distinguished from the other symbols even during movement indication.

[0065] Accordingly, winning pattern can be arranged when the player operates stop button of the third reel 4R in the state as shown in Fig. 4 or 6 by avoiding "cherry" symbol 103 from stop indication.

[0066] The seriated three "bell" symbols 101 and the seriated three "plum" symbol 102 have not only direct

effect in easiness to arrange a winning combination of symbols but also indirect effect in easiness to arrange the other winning combinations of symbols shown in the award table of Fig. 8, that is, more advantageous winning combinations of symbols such as all "7" symbols, all "character" symbols or the like by avoiding "bell" symbol 101 and "plum" symbol 102 from stop indication as same as "cherry" symbol 103 mentioned above.

[0067] Fig. 8 is an example of award table showing symbol combinations forming winning patterns as mentioned above, and a number shows the allotment number of medals. This table is displayed on cabinet 2 of slot machine 1 at a position convenient for player to see.

[0068] In the above-mentioned example, the display for gaming of this invention is applied to a slot machine or patinko gaming machine having a display portion constituted by rotatable reels. The present invention can also be applied to the other gaming machine such as a slot machine having electrical display equipment or a TV gaming machine having image equipment.

#### Claims

1. A display for game having a display portion (3) for movable indication of a plurality of symbols necessary for game in a certain direction, wherein a special kind of symbol (101, 102, 103) among the plurality of symbols is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion.
2. The display for game according to claim 1, wherein the special kind of symbol (103) is a disadvantageous symbol for a player.
3. The display for game according to claim 1, wherein the special kind of symbol (101, 102) is an advantageous symbol for a player.
4. The display for game according to claim 1, wherein first, second and third symbols (101, 102, 103) among the special kind of symbols are indicated in such manner that two or more of identical symbols be appeared serially one after another in first, second and third columns (4L, 4C, 4R), respectively, the first symbol (101) being a constituent of a specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, the second symbol (102) being a constituent of another specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, and the third symbol (103) being a constituent of the other specified combination of symbols that is indicated on the display portion (3) when movement of the symbols has been stopped.



5. The display for game according to claim 1, wherein the special kind of symbol (101, 102, 103) is distinguished by a special appearance from the other symbols.
6. The display for game according to claim 4, wherein the special kind of symbol (101, 102, 103) is distinguished by a special appearance from the other symbols.
7. The display for game according to claim 1, wherein the special kind of symbol (101, 102, 103) is indicated in such manner that three or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion (3).
8. The display for game according to claim 4, wherein the special kind of symbol (101, 102, 103) is indicated in such manner that three or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion (3).
9. The display for game according to claim 5, wherein the special kind of symbol is indicated in such manner that three or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion.
10. A gaming machine having a display portion (3) for movable indication of a plurality of symbols necessary for game in a certain direction, wherein a special kind of symbol (101, 102, 103) among the plurality of symbols is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion (3).

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FIG. 1

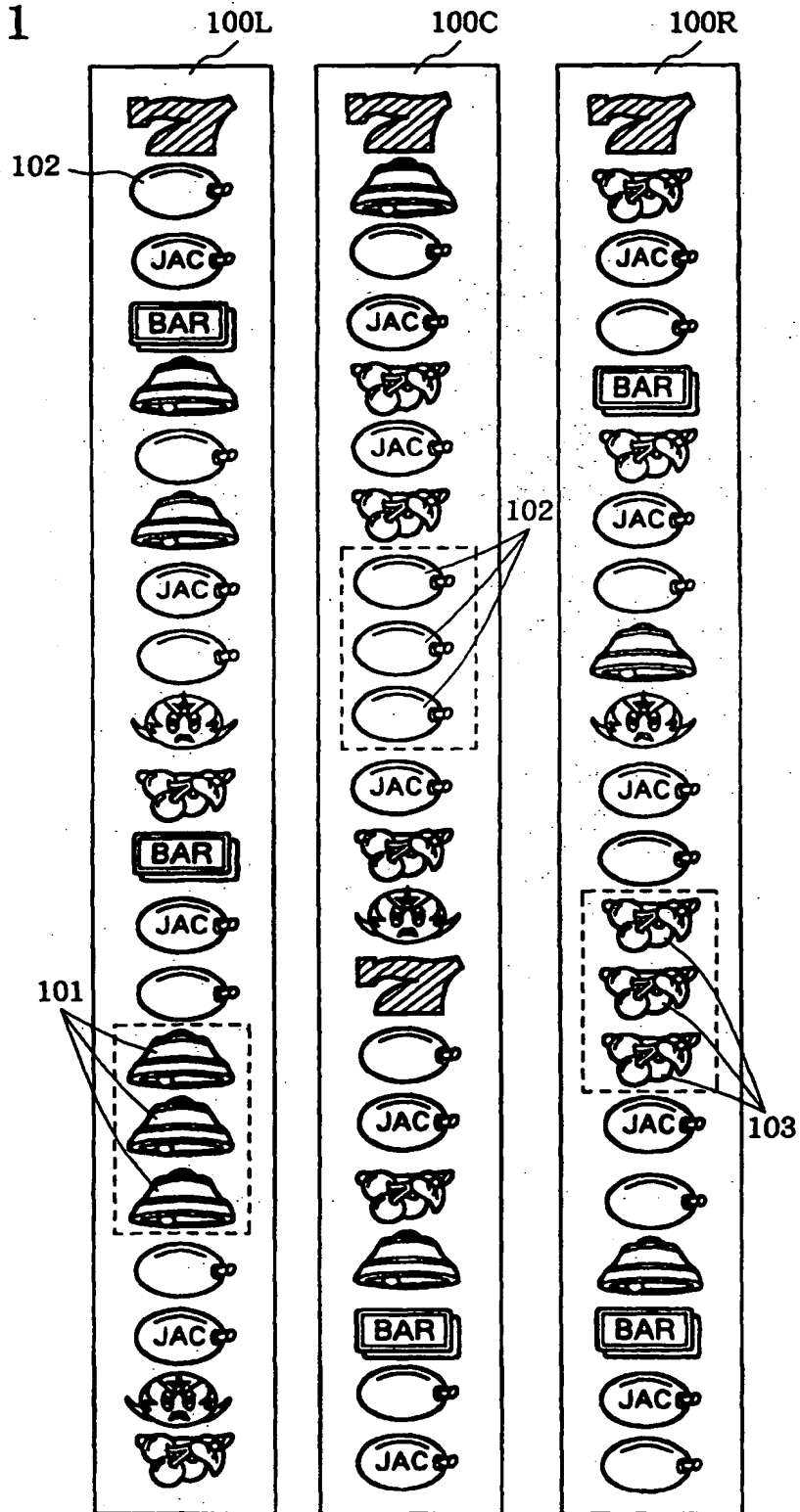




FIG. 2

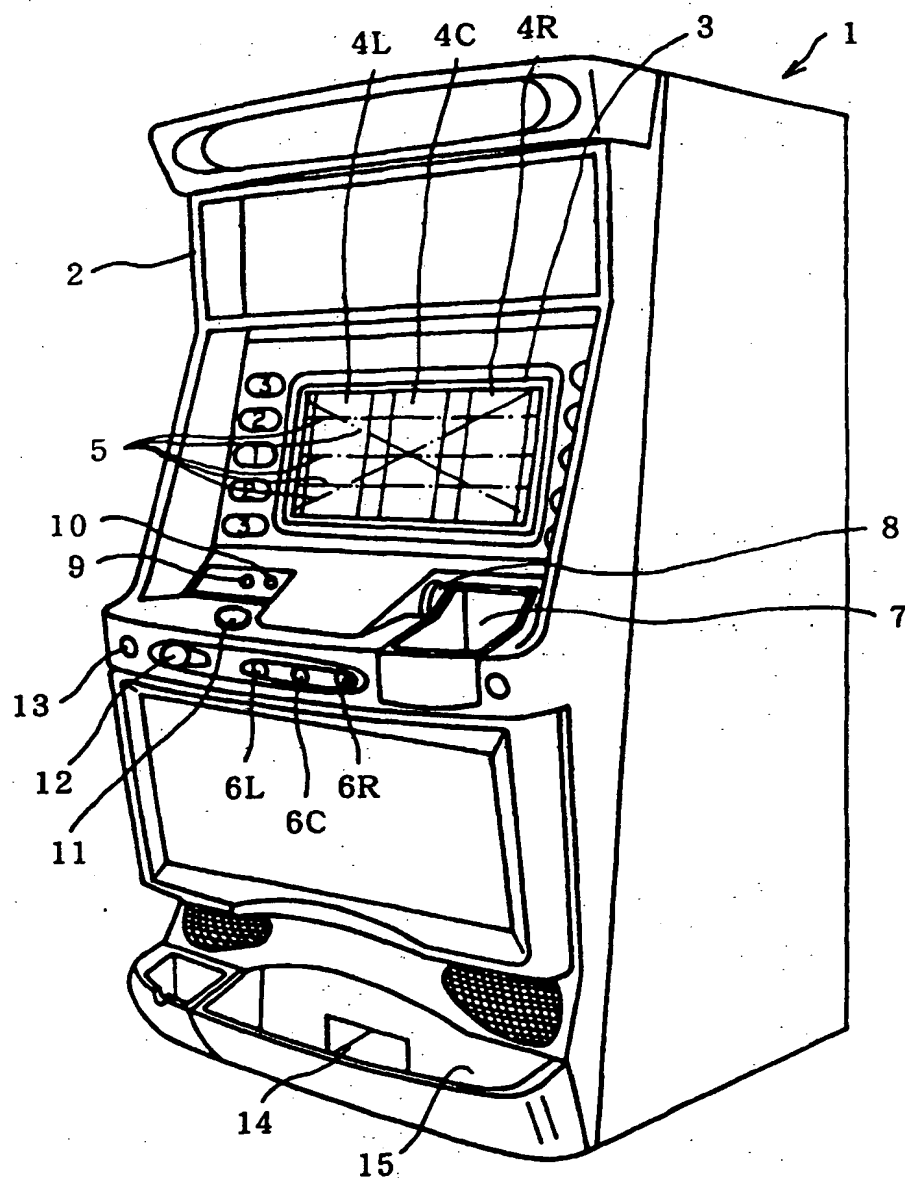




FIG. 3

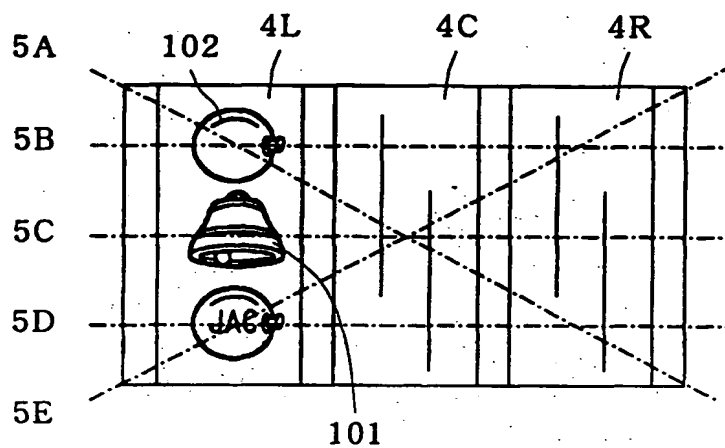


FIG. 4

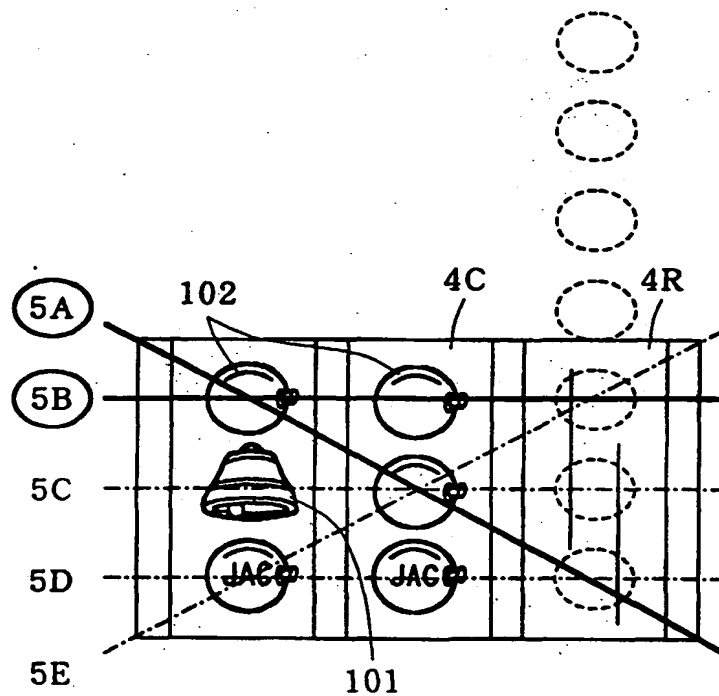




FIG. 5

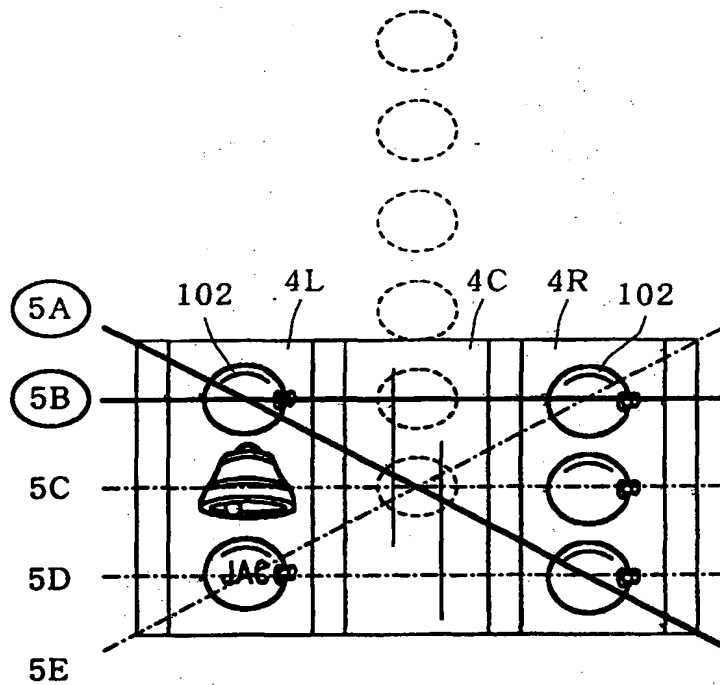




FIG. 6

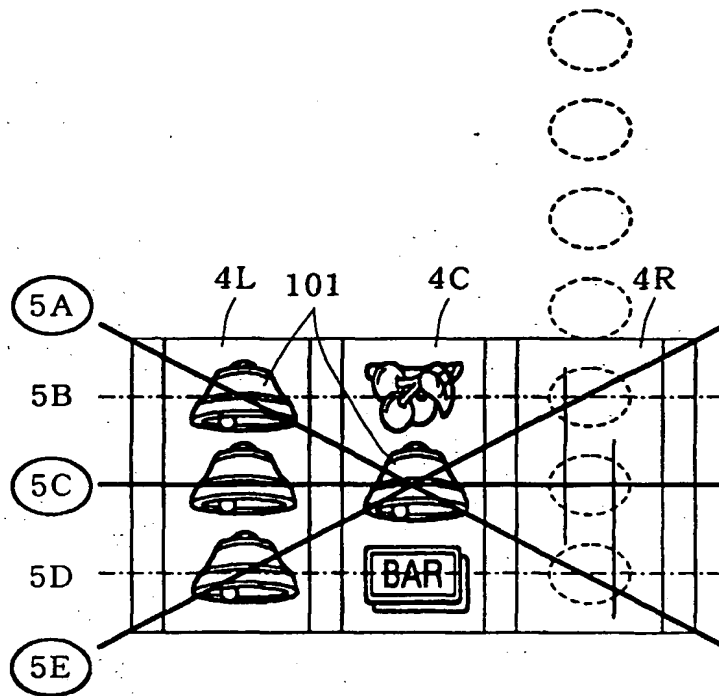


FIG. 7

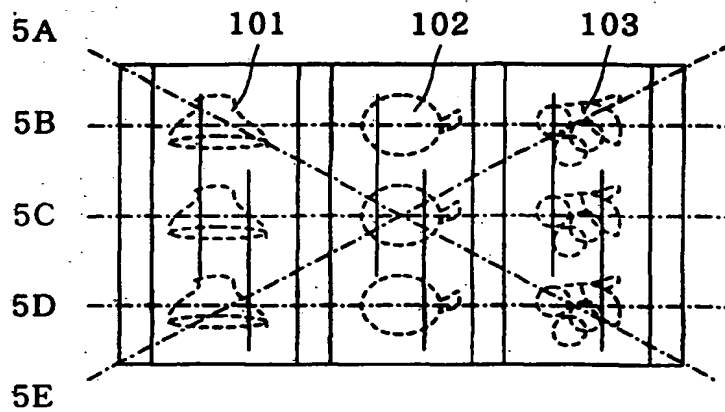
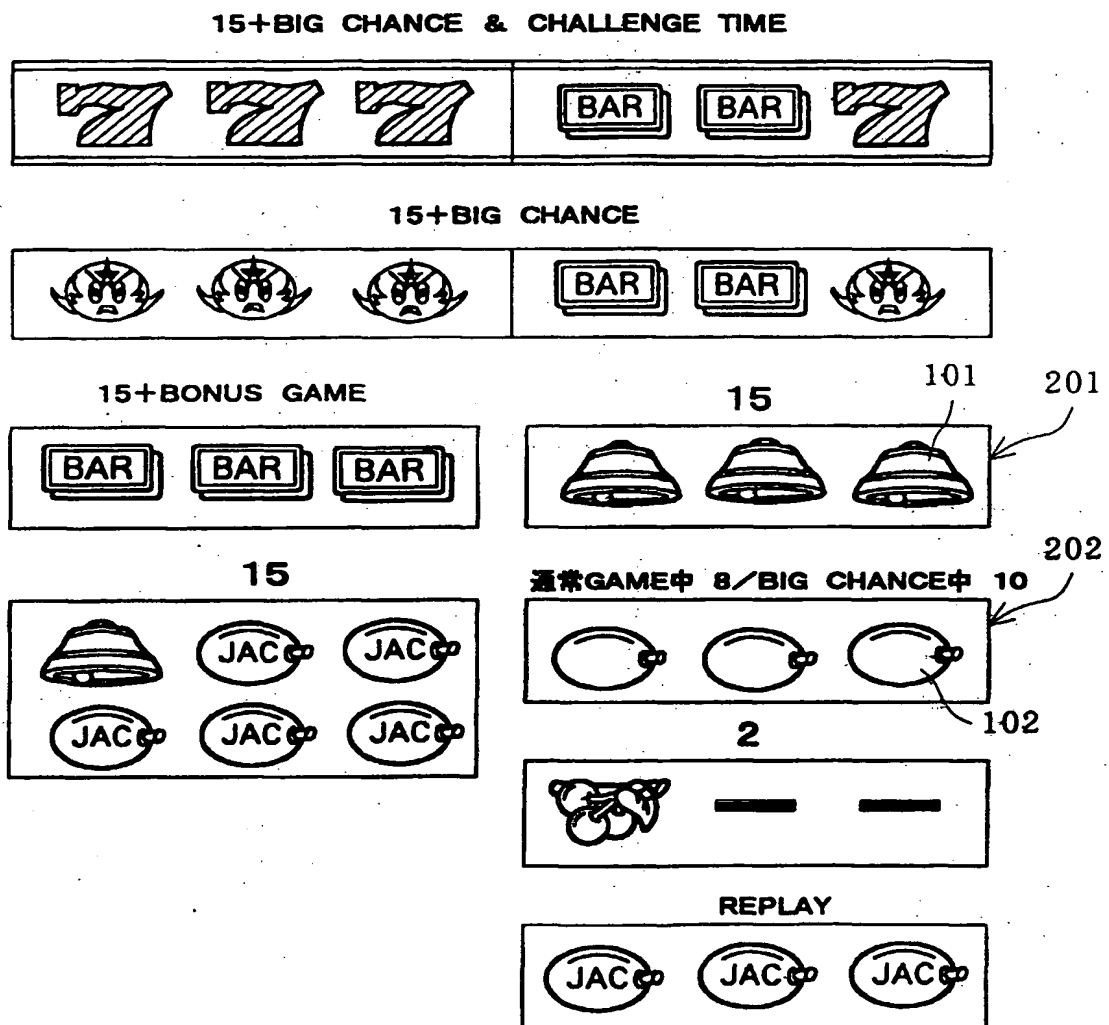




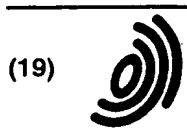
FIG. 8





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(72) Inventor: Sekine, Yasuyuki  
Koutou-ku (JP)

(74) Representative:  
Nicholls, Michael John  
J.A. KEMP & CO.  
14, South Square  
Gray's Inn  
London WC1R 5LX (GB)

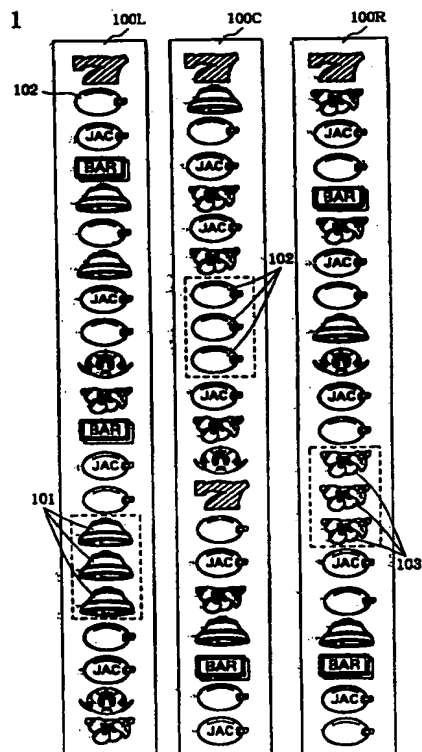
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(71) Applicant: Aruze Corporation  
Tokyo (JP)

(54) Display for game and gaming machine

(57) A display for a game has a display portion (3) for movable indication of a plurality of symbols necessary for game in a certain direction, wherein a special kind of symbol (101, 102, 103) among the plurality of symbols is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved on the display portion. The special kind of symbol (101, 102, 103) is indicated in such manner that two or more of identical symbols be appeared serially one after another in the direction to be moved. When two or more identical symbols are appeared repeatedly in sequence, even if the symbols are moved in a high speed, a player can distinguish the special symbol (101, 102, 103) as it is. The player can easily find the special kind of symbol (101, 102, 103) and can relatively easily carry out the stop operation in good timing

FIG. 1



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European Patent  
Office

# EUROPEAN SEARCH REPORT

Application Number  
EP 98 31 0119

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
X	CH 561 074 A (VERSARI AUTOMATEN AG) 30 April 1975 (1975-04-30)	1-3,5,7,9	G07F17/34
A	* the whole document *	4,6,8,10	
X	US 5 456 465 A (DURHAM TIMOTHY J) 10 October 1995 (1995-10-10) * column 2, line 17 - line 42 * * column 3, line 61 - line 67; figures 1,2 *	1-10	
X	US 5 413 342 A (KAPLAN EDWARD B) 9 May 1995 (1995-05-09) * column 3, line 54 - line 65 *	1-3,5,7,9,10	
A	* claim 1; figures 3,7 *	4,68	
A	EP 0 558 307 A (ARTHUR EDWARD THOMAS LIMITED) 1 September 1993 (1993-09-01) * column 4, line 20 - column 5, line 29 * * abstract; figure 1 *	1-10	
			TECHNICAL FIELDS SEARCHED (Int.Cl.6)
			G07F
The present search report has been drawn up for all claims			
Place of search <b>THE HAGUE</b>		Date of completion of the search <b>1 November 2000</b>	Examiner <b>Reule, D</b>
<p><b>CATEGORY OF CITED DOCUMENTS</b></p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons Δ : member of the same patent family, corresponding document</p>			

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